

Ozi Soft™

WINNERS

TEST DRIVE

© Accolade

LEADER BOARD

© Access

KARATE KID II

© Microdeal

AMIGA

Instruction manual

Winners Instruction Manual for TEST DRIVE

by ACCOLADE

LOADING INSTRUCTIONS

FOR AMIGA:

Boot Kickstart 1.2 (if applicable). When prompted for workbench, insert Test Drive disk. Program will autoboot. Plug joystick into 2nd port.

THE GAME

Your lifelong quest has been to drive one of the world's most exotic sports cars. Now's your chance. You just made your first million going public with your software company.

You eagerly drive down to the local dealership. The salesman smells money and offers to let you take out whatever is in their lot for a TEST DRIVE.

You look around, suddenly your jaw is down to your knees. You see five cars. Your heart skips a beat. You loosen your collar and gasp for some air. "Which one?", you scream to yourself.

SELECTING YOUR TEST DRIVE CAR

Press the fire button to cycle past the title screen. You will then see the cars and their respective performance specifications. You can view all five cars by moving the joystick up/down. Pressing the fire button will select the car you wish to drive.

DRIVING

You slide in the key. Give it ever so slightly a twist. Vrooommm! The car roars to life. You nervously put it in gear and slowly let out the clutch. You start out up "The Rock", a long stretch of mountainous road, ideal to put the car through its paces, for the ride of your life.

Driving is no simple task. Potholes, Sunday drivers and water

slicks will impede your speed or cause you unfortunate mishaps. Oh, and don't forget about those "Smokies" just waiting for some show-off like you to pass through their "Radar" trap.

Be cautious, as you will only have five chances to reach the "Top of the Rock." If you have a mishap, press the fire button to proceed.

ON THE ROAD

In the upper left portion of the windshield, attached to the sun visor, you will see a radar detector. It works and you will need it to avoid that unpleasant feeling of seeing the "red lights" flashing in your rear view mirror. When you approach a "radar trap", your trusty radar detector will alert you with "Beep" sounds and flashing red LEDs.

The point at which all the LEDs are lit is when your speed has actually been clocked by the Highway Patrol radar gun. If you are unfortunate in this respect, you must slow down and obey the Highway Patrolman. If you don't, you might be able to shake him or he will pull in front of you and force you to stop. Be careful, because if you try to pass him, you will rear end him. Highway Patrolmen don't appreciate people damaging their patrol cars much, especially people who drive "fancy cars". Therefore, you will go directly to jail. DO NOT PASS GO. Game over, Bud!

CONTROLS

Keyboard		Joystick	
D	Toggle display shifter	up (forward)	Rev/accelerate
M	Turn on/off music	down (back)	Brake
S	Turn on/off sound effects	up/fire button	Shift gears
Cntrl-R	Restart game	down/fire button	Downshift
P	Pause/continue game	left	Steer left
O	Optional shift pattern (emulate actual shift pattern with joystick)	right	Steer right
V	Digital display (C64 only)		

Winners Instruction Manual for LEADER BOARD

by ACCESS

LOADING INSTRUCTIONS

- 1) A security key has been provided. The disk is not protected and you may make back-up copies for your archives. The security key must be plugged into the rear joystick port (port #2) for LEADERBOARD to work properly.
- 2) Plug the mouse into the front port (port #1).
- 3) Insert your kickstart disk.
- 4) Turn on the computer and monitor.
- 5) When the workbench disk is requested, insert the Leader Board Disk into drive Ø.

NOTE:

**Security key must be inserted
for game to operate properly.**

PLAYING THE GAME

Select a club

Club selection is made by placing the mouse cursor on the UP or DOWN ARROW and pressing the LEFT BUTTON. The arrows are just the left of the word "club".

CLUB	APPROXIMATE LENGTH IN YARDS	
	SHORT	LONG
1W 1Wood	152	275
3W 3 Wood	127	245

5 W 5Wood	115	234
1I 1 Iron	110	221
2I 2 Iron	101	210
3I 3 Iron	90	200
4I 4 Iron	79	189
5I 5 Iron	72	181
6I 6 Iron	62	169
7I 7 Iron	53	154
8I 8 Iron	44	138
9I 9 Iron	31	115
PW Pitching Wedge	17	84
Putter*	1"	64'

* The computer automatically selects the putter for you when you are playing on the green (within 64 feet of the hole). This is the only club you can use on the green.

EXCEPTIONS

Shots from the rough

Any club selected will function as if it were approximately 2 sizes smaller. For example, a 7 iron will function as a 9 iron, etc.

Sandtraps (Bunkers)

Hitting a driver (1 wood) from a sandtrap is not permitted. Attempting to do so will produce a very poor shot. All other clubs are allowed. A good shot from the sand requires that you hit the snap within two bars of dead center (above or below).

Aim your shot

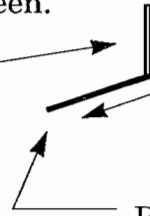
Use the cursor to aim the direction of the flight of the ball. The cursor is located several yards in front of the golfer. To control the cursor, hold down the left button and move the mouse from left to right. If you are playing on professional level, be sure to check for wind effect.

Wind

(Professional Level Only) Wind can have a substantial effect on

your golf shot. To control its effect, you need to learn to read the wind indicator on the right side of the screen.

White - The white stake indicates wind velocity. If this marker is tall, the wind velocity could have a substantial effect on your shot. The shorter the white stake, the less wind will be a factor.



Blue - The the blue line indicates the direction the wind

is blowing. The line acts as a streamer. If the lines are toward you , the wind is blowing toward you.

SWING THE CLUB AND HIT THE BALL

Once you have selected your club and positioned the cursor to aim your shot, there are only three more things to do before the ball is on its way; start the swing, set the power, and snap your wrists to control hook or slice.

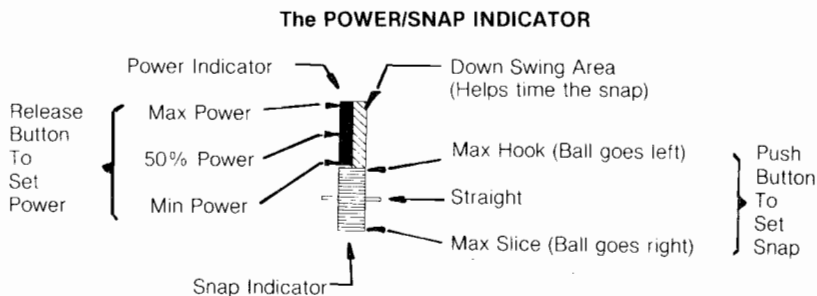
All three are accomplished during the swing sequence and require careful timing and concentration. The sequence can be viewed by watching the golfer or the power/snap indicator.

NOTE: The button you use in the following sequences is the **right** button.

- Step 1 Start the swing by holding down the button.
- Step 2 Set the power by releasing the button during the backswing. Power is at a maximum only at the top of the backswing. Releasing the button at the top will set maximum power. Releasing the button just after the top will reduce the power slightly. Releasing the button well before or after the top will reduce the power.

The amount of power available during the backswing is shown

on the upper left portion of the power/snap indicator. When the button is released, the setting you have chosen will be locked on the indicator.



Step 3 Set the snap by pressing the button at or near contact with the ball. Snapping just as the club hits the ball (or at the Tee Bar on the snap indicator) will produce a straight hit. Snapping too soon will cause the ball to "hook" (go left). Snapping too late will cause the ball to "slice" (go right). When the button is pressed, the point of the snap will be locked on the indicator.

The swing sequence then is: **Start - Power - Snap or Button - Release - Button**

The best way to learn to hit the ball straight consistently is to practice on the driving range.

PUTTING

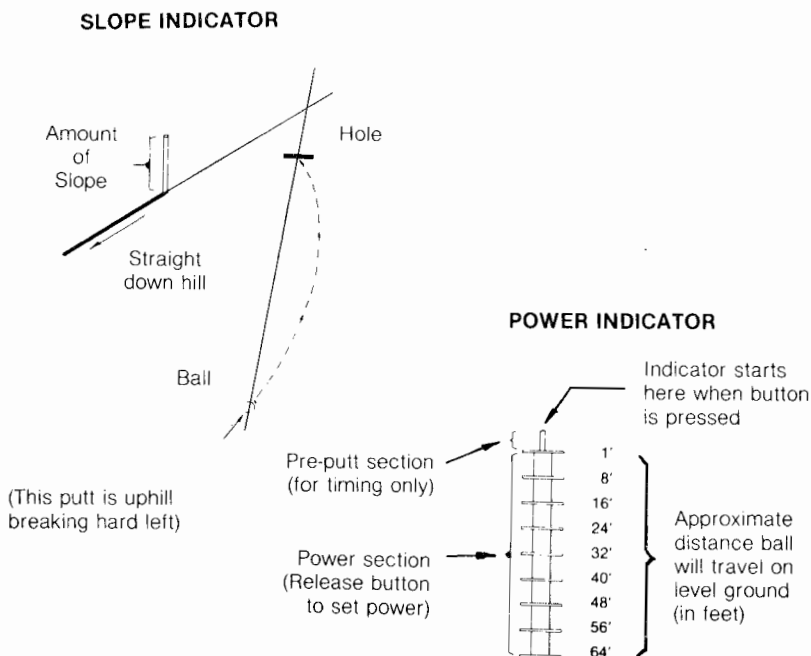
Once you get within 64 feet of the hole, the computer will automatically place you on the green and remove the pin (the pole with the flag). You cannot change clubs at this point since the putter is the only club you can use on the green.

To putt the ball, you need to do only two things, aim your shot and set the power.

Use the cursor as before to aim the shot. The ball will start out

in this direction. The ball may break left or right depending on the slope of the green. To determine the amount and direction of break, you must learn to read the slope indicator which appears on the green to the left of the golfer.

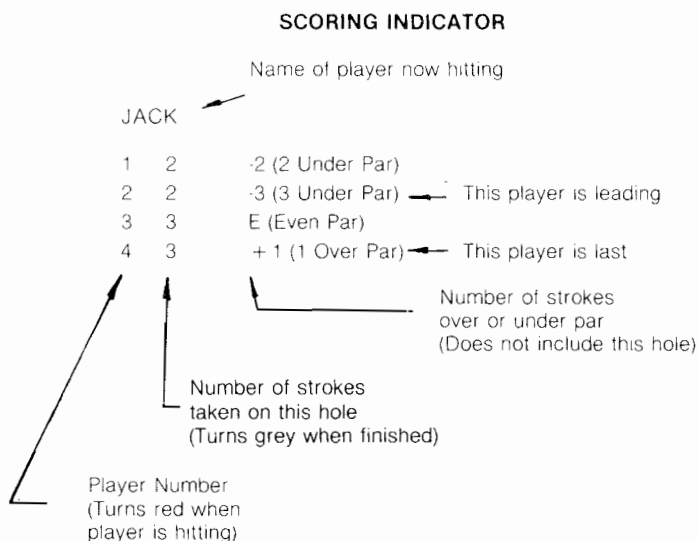
Estimate the power needed by noting the distance to the hole. Press the right button and hold it until the power level is sufficient to reach the hole and then release it. The golfer will putt automatically. Refer to the figures below.



READING THE SCORE

The scoring indicator is displayed on the right of the screen. The indicator shows which player is hitting, which players are in the hole, how many strokes each has taken this hole, and how each player's total score compares to par for the course. Par represents the number of strokes a good player should have used by the time he or she got to this hole. If your score is "-5" for

example that means you are 5 strokes under par or 5 strokes less than the good player (which is good). An 'E' means you are even par or just equal to the good player. A '+5' means you're 5 strokes over par. The par comparisons do not reflect the scores for the current hole.



RULES FOR SCORING

- 1) You receive 1 point (stroke) each time you hit the ball, regardless of the distance it travels from the time you tee off until you sink the ball in the hole.
- 2) You receive a distance penalty if you hit a ball out of bounds, into a water hazard, or into the mud.
- 3) Low score wins.

RULES OF THE GAME

- 1) **PLAY IT AS IT LAYS.** You must play the ball from the position in which it lands. Exceptions are: out of bounds

and those that land in the water or mud.
(See below)

- 2) **OUT OF BOUNDS** (water holes only). If your swing takes the ball out of bounds, you will hear a **buzzer**. On holes played over water a shot which leaves the screen is ruled "out of bounds". You are penalised distance and the ball is returned to its original position. It is still your turn.
- 3) **IN THE WATER**. If your ball lands in a water hazard, you will see and hear a **splash**. You are penalised distance and the ball is automatically placed at the point from which you took your shot in the first place.
- 4) **IN THE MUD**. If your ball hits the side of an island, it will stick in the mud and have to be replayed.
- 5) **THE COMPUTER** will take the same point of view as the player in determining the playability of a ball that has come to rest. If, after moving up closer, the ball is found to be in mud or water, the computer will place a small pad under the ball so the player can hit it. Just consider it a "lucky bounce".

METHODS OF PLAY

1 Player

In this game you play alone either against par or against your own best score. You do NOT play against the computer.

2 or More Players

- 1) After each player has teed off on Hole 1, the player who is farthest away from the hole shoots first, the player who is next farthest away shoots second, etc. If after your shot, you are still away (farthest from the hole), it is still your turn. You continue until you are no longer away.

- 2) When a player has hit his ball and his turn is over, his ball will not appear on screen again until it is his turn.
- 3) Decide the order in which players tee off when names are typed in at the beginning of the game. This order will determine which score readout is yours throughout the game. If you tee off second on hole 1, the second readout will always indicate your score.
- 4) After a hole has been played, the player with the lowest score on the hole tees off first on the next hole. This is called "having the honor". Since the score is kept on each hole, you will be able to determine from it who has the honor. The computer also keeps track and automatically changes the color of the score readout for the player who has the honor.

METHODS OF SCORING

1 Player Against Par

Compete against your best score and the golf course by trying to come in under par. Depending on the course, a very skilled player can score 10-20 strokes under par on eighteen holes.

2 or More Players

MEDAL PLAY (Singles or partners). Winner is determined by total of all strokes (points) for entire game. Low score wins.

MATCH PLAY (Singles or partners). Each individual hole is awarded to the player or team with the lowest score on that hole. At game's end the player or team with the most holes won takes the game.

BEST BALL (Partners only). Method of scoring for either Medal or Match Play. Best score by either partner on a team is used as the team's score.

NOTE: If you decide on a Match Play or Best Ball game, you will need to keep track of your scores on a separate sheet of paper. The computer does not keep score in this manner.

GAME TIPS

- 1) Be sure to **CHECK YOUR CLUB** - Check to make sure the golf club you want to use is displayed. When you are making final direction adjustment, the golf club can sometimes change accidentally.
- 2) Always go to the Driving Range before starting. This allows you to get the correct timing on your swing.
- 3) Remember that the wind can make a substantial difference in your shot, especially short irons and your pitching wedge.
- 4) Try to avoid hitting your ball onto the edge of the green far away from the hole. The greens are large with downhill and uphill breaks and if you are too far from the hole, you may require 2 putts to get to the hole. Remember; You **MUST** use your putter on the green.
- 5) Be extra careful in judging distance over water. If your ball falls short and lands in the water, it'll cost you a distance penalty.
- 6) Learn to use the hook and slice. They can be used to your advantage on difficult shots around trees and when the wind is in play.

ADDITIONAL FEATURES

Driving Range: To get to the Driving Range select (R) when the 'Select Number of Players' screen appears. Exit by pressing (/).

Abort Feature: You can return to the 'Select Players' screen from almost any point in the game by pressing (/). This will cancel the game in progress.

Automatic Demo: If left unattended for one minute the computer will start the demo. You may start it manually by pressing (D) from the 'Select Players' screen.

Course Feature: Pressing (CTRL-H) will take you to the next hole. This will, of course, invalidate the scoring system.

Hole Layout (Top View): You may obtain a "bird's eye view" of the current hole being played. Move the cursor to the word 'top' at the lower right corner of the screen and press the **Left Button**. Repeat the process to return to action.

Winners Instruction Manual for Karate Kid part II

by MICRODEAL

LOADING

Turn off you Amiga and remove all peripherals. Plug your joysticks into the game port/s. Turn on your computer as normal. When asked for the work bench disk, put in your **Karate Kid II** disk. After a few seconds a CLI (Command Line Interface) screen will appear. Now type in KK and press ENTER. The game will take approximately 1 minute to load.

PLAYING THE GAME

1-PLAYER GAME. In the main fighting screens, you control Daniel, the figure in white, with a joystick in the non-mouse port. To start the game press the fire button. To defeat each enemy you must reduce his strength to zero by scoring hits on any part of his body. Some attacks are more effective than others - and usually more difficult to execute. You will progress from enemy to enemy, each one more skilful, until you lose one of them. Your game is then over.

Your choice of moves when firing to the right are as shown on the following pages.

When facing to the left, the controls are reversed left to right so that, for example, pressing the fire button while walking forward will always result in a forward kick, etc. These controls have been chosen for care of use and the best feel. While there may seem to be rather a lot to learn, after a few games, they will become automatic and you will be able to make your character do what you want him to without even thinking about the joystick.

On the bonus screen, you cannot die but you can gain valuable bonus points for success. On the fly-catching screen, move Miyagi's arm with the joystick and snap the chopsticks with the

fire button. Here you gain bonus points according to how long it takes you to catch the fly. This can be fairly difficult but have patience, remember it took Miyagi himself more than 40 years to catch his first fly! On the ice-breaking screen, change the position of your joystick as fast as possible to increase your energy (reflected by the speed of the drum), then press your fire button to swing Daniel's arm. Release the button just as Daniel's hand hits the first sheet of ice to gain maximum follow-through. Bonus points are awarded according to how many sheets of ice you break.

When you finally meet Chozen in the Castle of King Shohashi, fight him just as the other enemies until you have reduced his strength. At this point the drum will appear at the top of the screen. Then, just as Daniel had to, you must learn the secret of the drum, or die!

2-PLAYER GAME

This option is played as for a 1-player game but with a few differences. Daniel's enemy is controlled with a joystick in the mouse part. Press the fire button on the joystick to start a 2 player game. The bonus screens are played by both players, in turn. The winner (not necessarily the highest scorer) is the first to win four bouts. The castle of King Shohashi screen is not played in a 2-player game.

SUMMARY OF CONTROLS

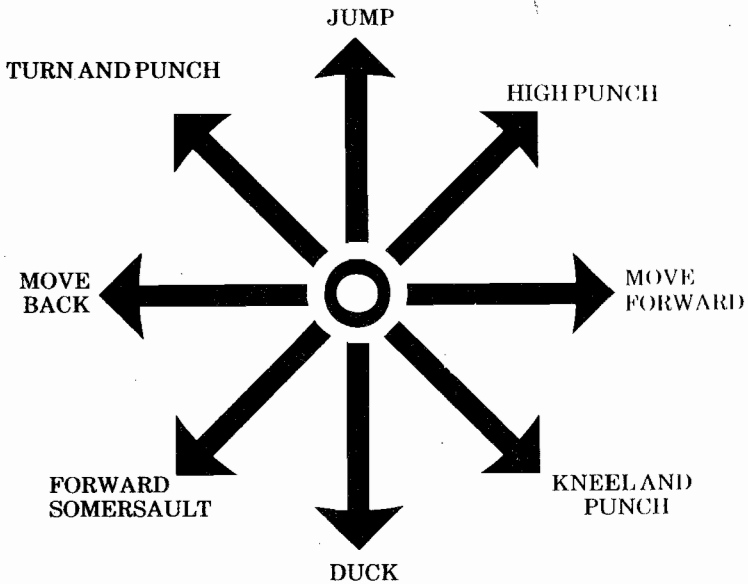
F-1 — Restart.

P — Abort current screen.

Fire button of joystick plugged into port "2 joystick" — start 1 player game.

Fire button of joystick plugged into port "1 joystick" — start 2 player game.

Without fire button pressed



With fire button pressed

